REMARKS/ARGUMENT

A. General:

1. Claims 1, 14, 22, 35, 43, and 60-65 have been amended to recite that the emotional model determines the direction and magnitude of change between a plurality of emotional states of the simulated person in response to the statements selected by the user which then controls the selection of audio responses and video vignettes, and that the emotional model is initialized by allocating quantitative emotional values to each of said plurality of emotional states; support can be found in the specification, page 11, lines 23-29; page 12, lines 3-5; and page 13, lines 3-5.

2. Claims 1-16, 22-37, 43, 49, 50, 52, and 60-65 remain in the application.

B. 103 Rejections:

1. The Examiner has rejected claims 1, 2, 4-6, 9, 10, 14, 15, 43 and 61-63 under 35 USC 103(a) as being unpatentable over James et al. (US 5864844) in view of Best (US 5358259) further in view of Knight et al. (US 5676551).

The Examiner argues that Knight et al. discloses Applicant's personality profile emulator; however, Knight et al. discloses a method for users to select the emotional state or personality of a character using a tree structure and then to watch a linear series of video. Figures 3, 4, 5, 6 of Knight et al. all show selection methods. The selection Applicant uses is fundamentally different. In Applicant's invention, the initial choice of the emotional state or personality is not made by the user; weights are assigned to various emotional states and the state with the largest weight is the initial state of the simulated character. Thereafter, the emotional model determines the direction and magnitude of change between the various emotional states of the simulated person based on the statements selected by the user. In short, Applicant provides a method for simulating

people who have emotions that change over time as they interact with the user as opposed to providing a method for selecting the initial emotional state as disclosed in Knight et al.

Applicant has incorporated the above distinctions in the independent claims by amending each independent claim to recite that the emotional model that comprises the personality profile emulator determines the direction and magnitude of change between a plurality of emotional states of the simulated person in response to the statements selected by the user which then controls the selection of audio responses and video vignettes, and that the emotional model is initialized by allocating quantitative emotional values to each of said plurality of emotional states; support is discussed above. Applicant submits, therefore, that the combination of the cited references cannot render obvious claims 1, 2, 4-6, 9, 10, 14, 15, 43 and 61-63.

2. The Examiner has rejected claims 3, 7, 8, 11-13, 16, 22-37, 49, 50, and 52 under 35 USC 103(a) as being unpatentable over James et al. (US 5864844) in view of Best (US 5358259) further in view of Knight et al. (US 5676551), further in view of Harless (US 5730603).

Applicant has amended the independent claims as discussed above. Because James et al., Harless, Knight et al. and Best in combination do not disclose or suggest a system that utilizes a personality profile emulator comprising an emotional model of a simulated person to control the selection of responses to a user selected statement wherein the emotional model determines the direction and magnitude of change between a plurality of emotional states of the simulated person in response to the statements selected by the user which then controls the selection of audio responses and video vignettes, and that the emotional model is initialized by allocating quantitative emotional values to each of said plurality of emotional states, they do not render obvious claims 3, 7, 8, 11-13, 16, 22, 37, 49, 50, and 52.

3. The Examiner has rejected claims 60, 64, and 65 under 35 USC 103(a) as being unpatentable over Harless (US 5730603) in view of Best (US 5358259) further in view of Knight et al. (US 5676551).

Because Harless, Best, and Knight et al. in combination do not disclose or suggest a system that utilizes a personality profile emulator comprising an emotional model of a simulated person to control the selection of responses to a user selected statement wherein the emotional model determines the direction and magnitude of change between a plurality of emotional states of the simulated person in response to the statements selected by the user which then controls the selection of audio responses and video vignettes, and that the emotional model is initialized by allocating quantitative emotional values to each of said plurality of emotional states, they cannot render obvious claims 60, 64, and 65.

C. **Conclusion:**

In view of the above, Applicant submits that each of the presently pending claims in this application is in immediate condition for allowance. Reconsideration and withdrawal of the rejections are requested. Allowance of claims 1-16, 22-37, 43, 49, 50, 52, and 60-65 at an early date is solicited.

Respectfully submitted,

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